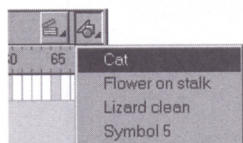


**Figure 6.31** Edit > Edit Symbols takes you from movie-editing mode to symbol-editing mode. If the item you have selected on the Stage is a symbol, choosing Edit > Edit Selected also takes you to symbol-editing mode.



**Figure 6.32** Choosing a symbol from this pop-up list takes you into symbol-editing mode.

## Editing Symbols

Once you have created a symbol, you can refine and modify it in symbol-editing mode. Unlike modifying a symbol instance, which affects just one instance on the Stage and leaves the symbol in the Library unchanged, modifications you make in symbol-editing mode change not only the symbol in the Library but also all instances of it in your movie.

You can enter symbol-editing mode several ways:

### To enter symbol-editing mode from the Stage:

1. On the Stage, select the symbol you wish to edit.
2. Bring up the symbol editor in one of three ways:

From the Edit menu, choose Edit Symbols, or press ⌘-E (Mac) or Ctrl-E (Windows) (**Figure 6.31**).

or

From the Edit menu, choose Edit Selected.

or

From the pop-up list of symbols in the upper-right corner of the document window, choose the symbol you wish to edit (**Figure 6.32**).

Flash opens the symbol editor in the current window.

### To enter symbol-editing mode from the Library window:

1. In the Library window, select the symbol you wish to edit.
2. Bring up the symbol editor in one of three ways:

From the Options menu choose Edit.

*(continued on next page)*